Amendments to the Specification:

Please replace the paragraph at page 9, line 10 - page 10, line 12 with the following amended paragraph, marked to show the changes made:

In one aspect of the present invention, a method of any speed dubbing using isochronous data packets includes configuring a transmitting plug on a transmitting device for transmitting isochronous data packets in non real-time, configuring a receiving plug on a receiving device for receiving the isochronous data packets received in non real-time, packetizing a data stream into the isochronous data packets configured for non real-time transmission, thereby forming a stream of non real-time isochronous data packets, and transmitting the non real-time isochronous data packets from the transmitting device via the transmitting plug to the receiving device via the receiving plug. The stream of non real-time isochronous data packets is formed by packetizing the data stream into real-time isochronous data packets and encapsulating one or more real-time isochronous data packets within a non real-time header to form each non real-time isochronous data packet within the stream of non real-time isochronous data packets, further wherein the number of real-time isochronous data packets encapsulated within each non real-time isochronous data packet is associated with a non real-time transmission speed of the stream of non real-time isochronous data packets. If the non real-time transmission speed is greater than real-time, then the non-real time transmission speed is a multiple of the real-time transmission speed and the number of real-time isochronous data packets encapsulated within each non real-time isochronous data packet corresponds to the multiple. If the non real-time transmission speed is less than real-time then a single real-time isochronous data packet is encapsulated within each non real-time isochronous data packet such that only a portion of the data originally contained within the single real-time isochronous data packet is included within the encapsulated non real-time isochronous data packet, and a remaining portion of the data originally contained within the single real-time isochronous data packet is encapsulated in one or more subsequent non real-time isochronous data packets. The non real-time header includes a non real-time isochronous header and a non real-time CIP header. The non real-time isochronous header includes a data length field for indicating the amount of data contained within the non real-time isochronous data packet. The non real-time CIP header includes a format field for indicating that the non real-time isochronous data packet is formatted for non real-time data transfer. The data stream includes audio/visual content data. ~~The~~ In some embodiments, the non real-time

isochronous data packets are transmitted in non real-time over an isochronous channel. ~~The~~ In some embodiments, the non real-time isochronous data packets are transmitted in non real-time over an asynchronous stream.

Please replace the paragraph at page 10, line 13 - page 11, line 6 with the following amended paragraph, marked to show the changes made:

In another aspect of the present invention, a method of transmitting isochronous data packets in non real-time includes configuring a source plug of a source device for transmitting isochronous data packets in non real-time, packetizing a data stream into real-time isochronous data packets, determining a transmission speed of the isochronous data packets to be transmitted, encapsulating a selective one of a partial real-time isochronous data packet and multiple real-time isochronous data packets within a non real-time isochronous data packet, wherein a number of encapsulated real-time isochronous data packets is based on the transmission speed, and transmitting the non real-time isochronous data packets via the source plug. If the transmission speed is greater than real-time, then multiple real-time isochronous data packets are encapsulated within the non real-time isochronous data packet. If the transmission speed is less than real-time, then a partial real-time isochronous data packet is encapsulated within the non real-time isochronous data packet and a remaining portion of the real-time isochronous data packet is encapsulated in one or more subsequent non real-time isochronous data packets. Each non real-time isochronous data packet includes a non real-time isochronous header and a non real-time CIP header. The non real-time isochronous header includes a data length field for indicating the amount of data contained within the non real-time isochronous data packet. The non real-time CIP header includes a format field for indicating that the non real-time isochronous data packet is formatted for non real-time data transfer. The data stream includes audio/visual content data. ~~The~~ In some embodiments, the non real-time isochronous data packets are transmitted in non real-time over an isochronous channel. ~~The~~ In some embodiments, the non real-time isochronous data packets are transmitted in non real-time over an asynchronous stream.

Please replace the paragraph at page 19, lines 2-14 with the following amended paragraph, marked to show the changes made:

At a transmitting device, the data transmission method of the present invention first prepares the A/V stream content as if it is to be transmitted in real-time. The AV/C stream content is prepared for real-time transmission according to conventional methodology. ~~An~~ A 1394-2000 isochronous data packet is characterized by a header portion and a data portion. The header portion is created by first adding an IEEE 1394-2000 isochronous header according to the IEEE 1394-2000 standard. Second, an IEC 61883 CIP header according to the IEC 61883 standard is added to the header portion. The data portion is created by parsing the A/V stream content in sequential portions and adding a portion into the data portion according to IEC 61883 standards. As a result, IEEE 1394-2000 isochronous data packets are created for sequential portions of the A/V stream content. Figure 5 illustrates an IEEE 1394-2000 isochronous data packet 300 formatted for real-time transmission. The header portion of the isochronous packet 300 includes an IEEE 1394-2000 isochronous header 310 and an IEC 61883 CIP header 320. The data portion includes a sequential portion of the A/V content data 330.